

WORLDTM OF XEEN



APRIL
NEW WORLD COMPUTING, INC.[®]
ENTERTAINMENT SOFTWARE

<http://www.replacementdocs.com>

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First Edition

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Designed and Directed by

Jon Van Caneghem

Sound Programming

Mike Heilemann

Programmed by

Mark Caldwell

Dave Hathaway

Music

Tim Tully

Computer Graphics

Jonathan P. Gwyn

Bonnie Long-Hemsath

Julia Ulano

Ricardo Barrera

Voices

Robert Axilrod

Catherine Battistone

Alan Bergreen

Steve Bulin

Louise Chamis

Barbara Goodson

Mike Heilemann

Chris Hoff

Bill Kapezi

Tom Keane

Joyce Kurtz

Dave Mallow

Ed Mannix

Kery Mayham

Tim Miller

Debra Packer

Mike Reynolds

Hilary Sax

Doug Stone

Dave Thomas

Technical/Creative Writing

Paul Rattner

Debbie Van Caneghem

Jon Van Caneghem

Production

Richard Espy

Scott McDaniel

Manual Illustrations

April Lee

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INTRODUCTION TO THE WORLD OF XEEN

Thank you for purchasing World of Xeen. This special CD-ROM version of the game is really two games (Clouds of Xeen and Darkside of Xeen) rolled into one, with two differences: One, your characters are able to travel from one game to the other, doubling the size of the world available for exploration. Two, CD-ROM technology has made possible the use of digitized speech in all places that call for it.

The structure of the World of Xeen is a flat square. Travel between the two sides of the world is easy: The small pyramids scattered about Clouds of Xeen (the side of the world your characters will start on) can be used to travel to the pyramid in Castlevue on the Darkside, and the Castlevue pyramid will take you to the pyramid outside Vertigo in Clouds of Xeen. Rumor has it there may yet be other methods of travelling between the two sides.

Once you have become a flip side explorer, you will be able to complete those quests that require you to visit both sides of the world. The main quest in each of the two sides can be completed without a visit to the other, but there is a third major quest and ending that will require multiple trips between the two sides to finish. New World Computing invites anyone who completes any of the three major quests to send us your score. All who complete a quest will receive a certificate of congratulations for their accomplishment.



THE SIXTH MIRROR

You and a small circle of friends have gathered at a local Tavern in Vertigo to discuss the events of the last several months. Your conversation bobs and weaves among subjects in between draughts of ale, but the central topic is the vivid, recurring dreams you all shared starting eight months ago.

The first dream arrived as a nightmare, frightening in its clarity and intensity. You all dreamt that you were listening to King Burlock's adviser, Crodo, speak to you. It was as though he was talking from a great distance, and the message seemed to have been addressed to someone else:

This message is not a dream. I am sorry to trouble your sleep in this manner, but I have no other way to communicate with you. A few months ago, a man claiming to be King Burlock's lost brother, Roland, arrived in court and announced himself to the King. Roland had left on a mission into Mount Firestone many years ago, looking for the passage to the Fabled "Land below the Land". That Roland should return home after all these years was very good news for the King, but I had my reservations. Where had he been all this time, and why hadn't he come home sooner?

Suspicious of him from the first, I watched him tell tales of ancient treasures and works of power. The artifact that Roland talked most about was the Sixth Mirror. The Sixth Mirror was the only magic mirror that was made to be portable, and because of this it had no name. The owner of the Mirror was able to step through it just like the other five Mirrors, but he could take this one with him.

That Roland was obsessed with the Mirror became increasingly clear with time, but the King did not seem to notice. Rather, King Burlock began to finance expeditions to find the lost mirror. Many brave and powerful adventurers answered the call, but none succeeded. In spite of repeated failures, Roland urged the King to continue the search.

As the search grew more feverish, King Burlock began to neglect his management of the realm. The King's health deteriorated, the servants grew lax in their duties, and the treasury ran dangerously low. I felt that I had to do something and do it soon. I resolved to sleep on it and speak to the King in the morning.

That very night I awoke to the chill kiss of dark magic being worked nearby. Rising to my feet, I gathered my robe about me and quietly walked into the hallway. From there I was able to hear muffled sounds coming from Roland's room. Cautiously, I crept up to Roland's room and looked through the keyhole.

To my horror, I saw Roland sitting cross-legged, holding a black tome in one hand. From a charcoal diagram on the floor arose the image of a foul spirit in the shape of a knight with horns cresting his helm. Roland was conversing with it in a harsh tongue that I did not recognize.

I must have made some sound then, for Roland abruptly turned and stared hard at the door. I backed away from the keyhole immediately, and it is well that I did, for the door suddenly blew off its hinges and slammed against the opposite wall. Fearing for my life, I ran. I ran as fast as my old bones would take me, ran as though the forces of Hell were at my heels.

They were. As I rounded the first corner of the hallway, screaming for help, the chill blast of Roland's winter magic narrowly missed me. We ran through the twisting halls of Burlock's castle, through rooms dusty with disuse and through armories filled with rusting war tools. I took a turn and found myself cornered at the end of a hallway with no means of escape.

In despair I turned to face Roland and raised my magical defenses, knowing that he was stronger than I. Roland came charging around the corner and slowed down when he saw that I was cornered. Raising his hands above his head in preparation of a sorcerous strike, Roland smiled and said, "What's the matter, Crodo? Are you afraid of what you saw?" Roland continued to approach me slowly. "Feeble

old man, your fear of magic you don't understand is a discredit to our profession."

"I understand your evil magic well, Roland." I said hopelessly, slumping my shoulders and bowing my head. "I can't hope to win against such strength." With that I sighed, gathering my energies for one good blast. I looked up at Roland, who was still smiling and advancing, sighed again, and threw my spell. The force of the dancing blades spell flying from me pushed me back against the wall.

Caught off guard, Roland failed to deflect the spell. The blades flew out from my hands, stripping the flesh from his body. Hope rose within me when I saw what I had done to him, then despair when he still stood after the attack. Scraps of flesh clung to his grinning skull, and his one remaining eye glared at me. I knew then that Roland was Undead, and that I could not defeat him.

"Who are you?" I gasped, staring at the figure before me.

"Lord Xeen," the Monster said. "Call me Lord Xeen, King of the World, for that is what I shall be in a very short time!"

"King Burlock—," I began.

"Will do as he is told," Xeen finished for me. "Especially if he doesn't have YOU around to give him bad advice."

There was nothing more to be said. Xeen made a peculiar gesture with his right hand and then clenched his fist. I felt a pressure on my defenses and on my head which quickly grew intolerable. The blackness took me and I knew no more.

When I awoke, I found myself in a tower on an island surrounded by water. From my window I am able to see King Burlock's castle across the water. Every day I see the search parties leaving the castle to look for the mirror and wonder if the King knows what 'Roland' is, or where I am. There is only one place in the world with a view like I have, and

that is Baron Darzog's Tower.

Because of the materials used to construct the room I am in, I am unable to use my magic to escape. The only thing I can do is try to send these dreams to you in hopes that you will hear and respond. I don't know what Lord Xeen wants the mirror for, but it can't be good. I fear the ruin of the realm if he succeeds. You are the only people in the world with the power and resources to make a weapon capable of slaying Lord Xeen in your laboratories in Newcastle. You must make haste. If Lord Xeen discovers what you are doing he will destroy you.

With that, the dream ends.

This dream had been repeated several times for about two months, then never again. The day after you had your last dream, Newcastle was destroyed by a bolt from the sky, and all its inhabitants were killed. Each one of you realized that you may be the only person left alive who received the message. If you didn't do anything, nobody would. So you quit your jobs and traveled to Vertigo with your life savings. Here you were able to find training in spells and weapons, and here you met one another.

You talk late into the night, excitement and nervousness in your voices. As the conversation winds down and you all are getting ready to retire for the night, you agree that tomorrow is the day you will start your adventures.

LOG OF THE DRAGON PHARAOH

Log entry: 3/3/850

Last night two meteors impacted Darkside within seconds of each other. Judging from their trajectory, they must have landed near the volcano. I have sent Wolrow to investigate the impact site. The time of the Prophecy draws near, and I suspect that these meteors are a good omen.

Log entry: 3/4/850

Crindr Amn has announced the hatching of 18 healthy children! I am so happy for her! Not a single one had to be eaten because of deformities. Everything in the world seems to be going right. The initial preparations for the Prophecy have been flawless, and I anxiously await Queen Kalindra's response to my request for her aid in the final Prophecy ceremony.

Log entry: 3/5/850

I have issued a proclamation requesting volunteers to help facilitate the final stages of the Prophecy. Responses should be coming in soon. The culmination of the Prophecy is so near I can taste it.

Log entry: 3/6/850

Wolrow was expected to return today, but there is no sign of him yet. He probably took some extra time to study the meteor phenomenon. I have not yet received a response from Queen Kalindra or any volunteers.

Log entry: 3/7/850

Four days have passed since I last saw Wolrow. He should be back by now, and I fear for his safety. I will send a search party for him if he is not back in two more days. I have had positive responses from several volunteers on the matter of the Prophecy, and they have all indicated that they will arrive at the royal pyramid in a few days.

Log entry: 3/8/850

Letters from volunteers continue to pour in. The response is more than gratifying. All signs and omens continue to point to successful completion of the Prophecy.

Log entry: 3/9/850

Wolrow is still missing. I sent a search party out to find him today. The volunteers have begun to arrive, and I have been dispatching them to their posts. Queen Kalindra sent word of her willingness to participate in the Ceremony, and mentioned that she had taken in a mysterious but charming guest named Alamar. She also said that the emissary from the other side of the world had not yet arrived.

Log entry: 3/10/850

My study of the signs today showed a drop in confidence for the completion of the Prophecy by 10%! Something is amiss and I cannot read the signs clearly enough to tell what it is. I am very worried about Wolrow, and hope that the search party discovers him soon.

Log entry: 4/1/850

Confidence slipped another 3% this morning, but returned to its previous level in the afternoon. There is some chaotic factor in the equation now, and even a small drop in confidence makes my tail twitch nervously. The volunteers have stopped arriving, and I sent the last one to his post today. All that remains is for the Queen to complete her task, the emissary to arrive, and for the proper time to arrive.

Log entry: 4/2/850

The search party returned with bad news today. They reported that they were unable to approach the meteor impact site because a rebel army was camped before it! A rebel army!? Led by who? Who would dare challenge my authority or detain my servants? On top of this bad news, confidence fell to 74%. The Queen has not sent confirmation of her readiness to complete the

Ceremony, and the first day the Ceremony could begin is tomorrow.

Log entry: 4/3/850

Today is the first day the Prophecy can be completed. I have not heard from the Queen. Scouts report that the rebel army is both growing in number and advancing toward the royal pyramid. Confidence has fallen to 40% and continues to fall by the hour. I have sent messages to my monstrous allies informing them of the situation and asking them to muster their armies and come to my defense. My tail lashes in agitation.

Log entry: 4/4/850

All is lost! The Queen has not responded to my attempts to contact her magically. The Orcs sent a message stating that they were involved in religious ceremonies and were, sadly, unable to come to my aid at this time. As soon as the ceremonies are over in a month, however, they will be happy to come. The Ogres sent a simple refusal. I have not heard from any of my other allies. Scouts predict the rebel army's arrival tomorrow. Since confidence fell to 20% today, I have decided to recall the volunteers and shore up my defenses. Reports also indicate the sudden building of a dungeon on the Isle of Lost Souls and a castle near the meteor impact site.

Log entry: 4/5/850

The rebel army besieged the pyramid today. I can see from the window that some of the members of the army are my former allies. There have been refusals of aid from the Sprites and the Gremlins, the last delivered with insults and jeers. An emissary from the rebel army demands my surrender to his master—Alamar. I refused, of course. He cannot possibly have the key to the pyramid. Confidence fell to 6%.

Log entry: 4/6/850

Alamar has the key. He must have taken it from Queen Kalindra. His army has entered the pyramid and has been battling my forces all

day. The first level has been lost, and my forces seem unable to hold the rest. Ellinger, Queen Kalindra's advisor, reports that Castle Kalindra has been "moved out of phase" with the rest of the world, and is impossible to enter. He also reports that the Humans, Elves, Dwarves, and Gnomes have been confined to a small section of Castlevue town.

Log entry: 4/7/850

I have ordered my forces to surrender to save their lives. I have set the seals of the final level of the pyramid to prevent unauthorized entry, and I am certain they will work. Unfortunately, I am now virtually powerless. While the army cannot enter here, I cannot leave. Ellinger informs me that he has taken similar steps to ensure his safety in his tower in Castlevue. Confidence has fallen to 1%.

Log entry: 5/7/850

Nothing has changed in a month. Alamar's army is unable to pass the final seal. His emissary demands my surrender every day—I wonder when he will grow tired of asking. To deepen my troubles, Alamar has indicated that he has captured the emissary from the other side of the world, Prince Roland, and has sent his own ambassador there. Alamar seems to be firmly in command of Darkside now, and it doesn't look like he is going to rule very well. There must be something I can do to influence events. I will try to contact the Queen tomorrow.

A BEGINNER'S GUIDE TO COMPUTER ROLE-PLAYING

Congratulations on your purchase of World of Xeen. Refer to the Reference Card for instructions on installing the game. When you begin, you will be presented with a choice of playing the game in Warrior mode or Adventuring mode. The game will be less combat intensive in Adventuring mode. Once you make this decision you will be unable to change it until you start a completely new game.

If you are new to the world of computer role-playing games (CRPGs), you'll want to read the rest of this section before you get started. If you just can't wait, you can jump right into the game and use the reference card to help you along.

In Might and Magic: World of Xeen, you (the player) will be represented by six characters in a party. You will begin the game with a set of default characters just outside of the Tavern. The Tavern is the place you go to when you want to rearrange your party, create new characters, get rumors and advice, and buy food. If you want to make your own characters, go to the Tavern. If you are on Darkside, you will find a staircase that leads to the Tavern check-in. If you are on the Clouds side, you will check-in at a desk. The Tavern will tell you what your choices are once you check in. If you want more information on using the Tavern or creating a character, see the section on character creation.

Each character will have a name, profession, and statistics assigned to it that represent its capabilities, such as strength and intelligence. Perhaps the most important statistic for all characters is hit points. Hit points represent how much personal damage a character can withstand before falling unconscious. If your character's hit points fall below zero, he will go unconscious. If the character is hit while uncon-

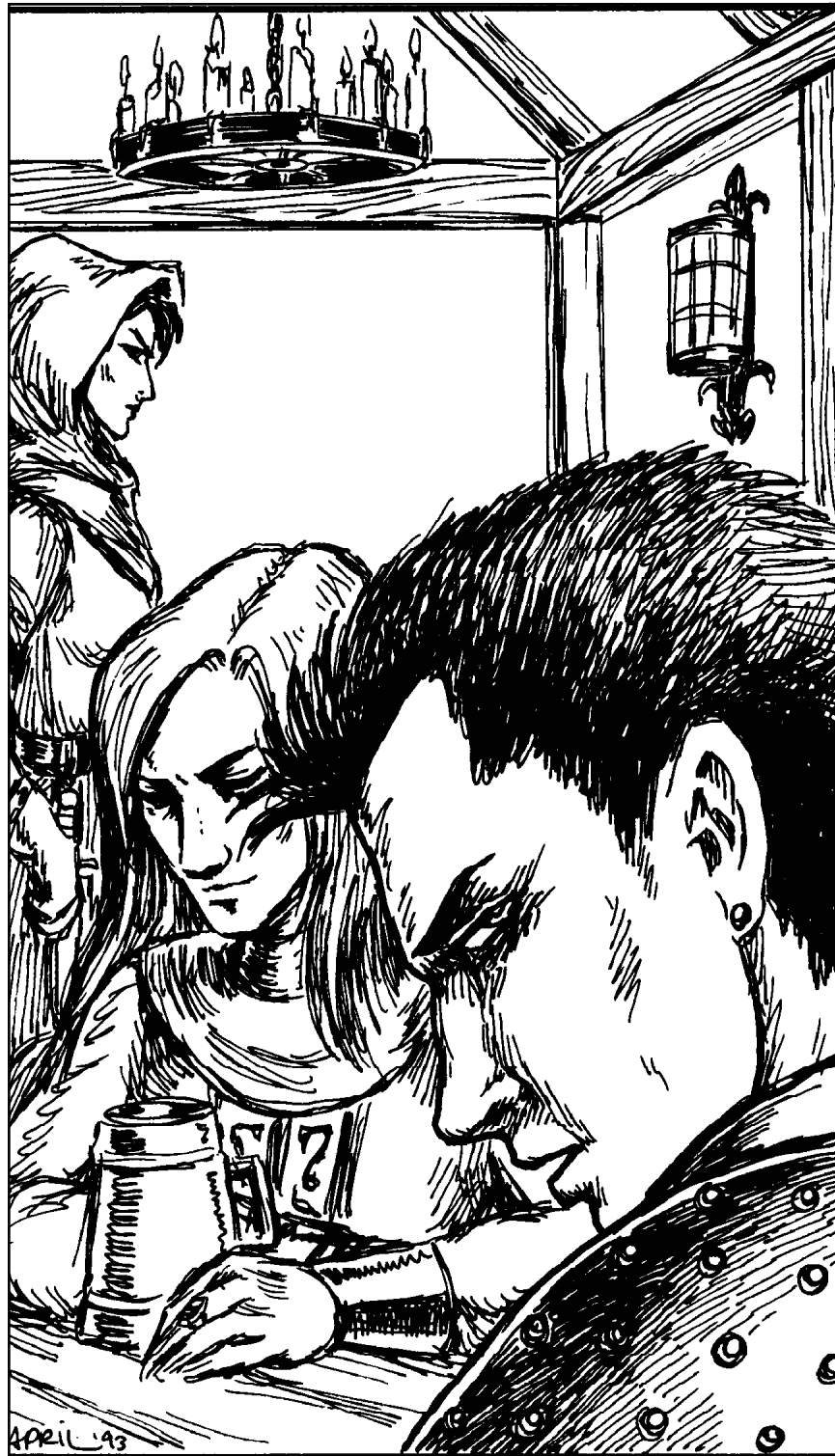


scious, he will die. A character can start with anywhere from 1 to about 40 hit points. Since the average sword blow will do about 6 hit points, a weak character could fall with only one or two blows.

The next most important statistic is your character's level. As you play the game, your characters will gain experience points through defeating monsters and completing quests. When you have enough experience points, you will become eligible to advance to the next level. When your level increases, your hit points and fighting ability will improve.

While you will spend a lot of time fighting monsters, you will also have time when you are free to explore the land of Xeen. There are many different kinds of places to visit, but the places you will frequent the most will be the towns. In the towns you will be able to find shops and services where you can buy better equipment, learn spells, and get healed.

For the beginning player, computer role-playing games can seem confusing at first. We've done our best to make sure World of Xeen is easy to learn and play. Once you get the hang of it, we're sure you will have a lot of fun.



CREATING YOUR CHARACTERS

World of Xeen starts you off with a set of six pre-made characters. These characters have all the equipment and abilities necessary to begin the game, and are just fine to use if you don't want to create your own characters.

Creating a character is easy. Whenever you want to make a character, just go to any Tavern and check in. Once you have checked in, select **(C)reate** a character to get to the character creation screen.

The character creation screen is where you will make your characters. There are seven numbers in a column next to some mysterious letters. These letters are the statistics for your character, and this is what they mean:

Mgt: Might is a prime statistic for Knights and Paladins. Might affects the damage your character does when you hit a monster. Might also is used to break down doors and lift or destroy certain objects.

Int: Intellect is a prime statistic for Archers, Sorcerers, Druids, and Rangers. This statistic helps determine how many spell points your character will get if you are one of these classes.

Per: Personality is a prime statistic for Clerics, Druids, Rangers, and Paladins. This statistic helps determine how many spell points your character will get if you are one of these classes.

End: Endurance is a prime statistic for Paladins, Barbarians, and Rangers. Endurance helps determine how many hit points your character has.

Spd: Speed is a prime statistic for Ninjas and Rangers. Everyone, including monsters, has a speed rating. If your character's speed is higher than the monsters, you will get the first action in combat.

Acy: Accuracy is a prime statistic for Archers and Ninjas. Accuracy helps determine whether or not you hit a monster with a weapon or spell when you attack.

Lck: Luck is the prime statistic for Robbers. Luck improves your chances of surviving a hostile spell or avoiding a trap.

In the bottom left corner of the screen you will see a portrait of your character. If you want a different portrait, use the **UP/DOWN** arrow keys to change it. The portrait you choose determines the race and sex of your character.

To the right of the numbers is a list of the ten classes of characters. If the prime statistic(s) for one of the classes is high enough, that class will be highlighted, meaning that you could pick that class if you wanted.

If the class you want to be isn't highlighted, you can either reroll the character or move the statistics around until you get the class you want. To reroll, type **R** or click on the reroll icon. To swap statistics, type the first letters of the statistics you want to exchange or click on their icons.

Once you are satisfied with your statistics and the class you want is highlighted, use the **LEFT/RIGHT** arrows and press **ENTER**, or click on your choice to select your class. Now click on the create icon, or press **C** on your keyboard. The computer will now ask you to name your character. Press the **ESCAPE** key if you don't want to make this character, otherwise get creative and type in a name. That's all there is to making a character.



Character Creation Screen

- ① **Character Portrait:** Shows the character's portrait, race, sex, and class. The two arrow buttons scroll through the list of available portraits.
- ② **Character Statistics:** Displays statistics. To change them, press **R** or click the **Roll** icon. To swap statistics, select the icon of the statistics you want to exchange.
- ③ **Character Classes:** Displays the ten character classes. If your statistics permit your character to be a particular class, that class will be highlighted.
- ④ **Skill List:** Displays a list of skills that this character would start with if you created it.



CHARACTER CLASSES AND RACES

All characters have a class and a race. Here is an explanation of the ten classes:

Knight: Prime statistic (15 or greater): Might

The Knight is the best fighter in the game. Able to use any kind of weapon or armor, the Knight will dish out more damage than any other character. The Knight starts with the Arms Master skill and gets more hit points than all classes but the Barbarian. The Knight cannot cast any spells.

Paladin: Prime statistic (13 or greater): Might, Personality, Endurance

The Paladin is a good fighter, but not as good as the Knight. The Paladin can use any kind of weapon or armor, but his hit points tend to be lower than the Knight's. The Paladin starts with the Crusader skill and the ability to cast Cleric spells.

Archer: Prime statistic (13 or greater): Intellect, Accuracy

The Archer is as good a fighter as the Paladin. The Archer starts with the ability to cast Sorcerer spells, but is unable to wear armor heavier than chain mail or use a shield. The Archer starts with no secondary skills.

Cleric: Prime statistic (13 or greater): Personality

The Cleric is a fair fighter, but is not allowed to use edged weapons or missile weapons. On the bright side, the Cleric can use splint mail armor or lighter and has twice as many spell points available for casting Cleric spells as the Paladin. The Cleric starts with no secondary skills.

Sorcerer: Prime statistic (13 or greater): Intellect

The Sorcerer is a poor fighter. Sorcerers are only able to wear robes and use staves and daggers. Sorcerer spells are the most destructive in the game, and they have twice as many spell points as the Archer. The Sorcerer starts with the Cartography skill.

Robber: Prime statistic (13 or greater): Luck

The Robber is a fair fighter, but is unable to use any armor heavier than chain mail. Robbers can use any one-handed weapon and shield, but cannot cast spells. The Robber begins the game with the Thievery skill.

Ninja: Prime statistic (13 or greater): Speed, Accuracy

The Ninja is a good fighter, but is limited to ring mail or lighter armor and cannot use a shield. Ninjas can use most, but not all, weapons. Two handed weapons are limited to staff and naginata. The Ninja starts with the Thievery skill and is unable to cast spells.

Barbarian: Prime statistic (15 or greater): Endurance

The Barbarian is almost as good a fighter as the Knight, but is unable to wear armor heavier than scale mail. Barbarians can use most shields and all weapons. The Barbarian cannot cast spells and starts with no secondary skills.

Druid: Prime statistic (15 or greater): Intellect, Personality

The Druid is a poor fighter. Druids are only able to use light armor and weapons, but they can cast both Cleric and Sorcerer spells to a limited degree. Druids start the game with the Direction Sense skill and twice as many spell points as Rangers.

Rangers: Prime statistic (12 or greater): Intellect, Personality, Endurance, Speed
 The Ranger is a good fighter. Rangers are able to use most weapons and armor and can cast both Cleric and Sorcerer spells to a limited degree. Rangers start the game with the Pathfinder skill.

Below is a chart that shows the specific advantages and disadvantages of the ten classes.

Class	HP*	Attacks**	Skill	Spells
Knight	10	5	Arms Master	No
Paladin	8	6	Crusader	Yes
Archer	7	6	None	Yes
Cleric	5	7	None	Yes
Sorcerer	4	8	Cartography	Yes
Robber	8	6	Thievery	No
Ninja	7	5	Thievery	No
Barbarian	12	4	None	No
Druid	6	7	Direction Sense	Yes
Ranger	9	6	Pathfinding	Yes

* HP gained per Level.

** Number of Levels to gain an attack.

And here is an explanation of the races:

Humans: What Humans are is pretty obvious. All Humans start with the Swimming skill. Humans have a small resistance to spells.

Elves: Elves are tall, slender people that are unusually well adapted to using magic. Elves are slightly resistant to some spells and make very good Thieves and Sorcerers. They aren't as tough as the other races, however, and tend to have less hit points.



Dwarves: Dwarves are short and stocky and tough. Dwarves are slightly resistant to most spells, but they are especially resistant to poison. They make fair Robbers and good Knights. Dwarves begin the game with the Spot Secret Doors skill.

Gnomes: Gnomes are smaller than dwarves and not near as tough. Gnomes make good spell casters, but they tend to have less hit points than all other races except Elves. Gnomes begin the game with the Direction Sense skill.

Half-Orc: Half-Orcs are a cross between a Human and an Orc. Half-Orcs are the toughest of the races players can choose, but they are also the stupidest. Half-Orcs make excellent Knights and Barbarians, but they are the worst spell casters and Robbers.

Below is a chart that explains the advantages and disadvantages of the five races.

Race	HP Mod	Thievery	SP/Lvl Mod	Skills
Human	0	0	None	Swimming
Elf	-2	10	Src +2	None
Dwarf	1	5	Src/Clrc -1	Spot Secret Doors
Gnome	-1	10	Src/Clrc +1	Danger Sense
Half-Orc	2	-10	Src/Clrc -2	None

The information listed above will be very helpful in creating characters and determining which Races and Classes will make the most effective adventurers. Robbers initially have a Thievery base of 30 plus 2 points per level. Ninjas initially have a Thievery base of 15 and gain 2 points per level.



REVIEWING AND ASSEMBLING YOUR PARTY

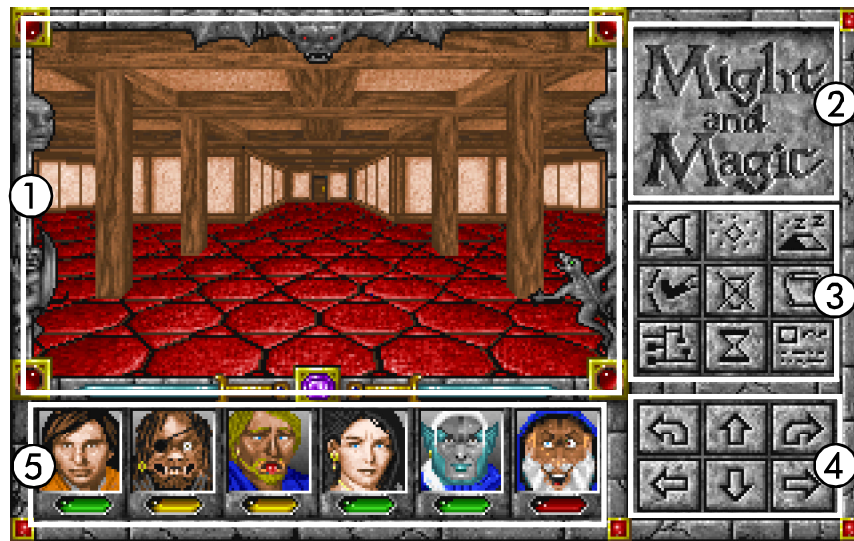
Once you have created your characters, you have to put them in your party. If you are just starting the game and have created a custom set of characters, you will need to remove the old characters. Just hit the **R** key and type the function key of the character you want to remove (the first character on the left is number one) or click on the remove icon and click on the portrait of the character you want to remove.

You can only have six characters in your party at any time. You can have some, none, or all of the default characters in the party. It's up to you. To add a character to your party, click on the face of the character or press a number key (1-4). The character will take the next available slot in your party. If you don't see the portrait of the character that you wish to add, use the **UP/ DOWN ARROW KEYS** to find it. Don't worry if you select the wrong character—just remove the character as directed above.

If you want to look at a character in your party before you leave the Tavern, just select the function number of the character you wish to view. The leftmost portrait is **F1**, the second is **F2**, and so on. Doing this will bring up a full list of all the character's abilities and equipment.

Finally, if you make a mistake and create a character you don't want, you can delete it. Press the **D** key and the number (1-4) of the character that you want to delete, or click on the delete icon and the portrait of the character you want to get rid of. Remember that any character deleted like this is gone forever, including any equipment the character had in his pack as well.

Once you are satisfied with your party, hit the **ESC** key to begin your adventures!



Adventuring Screen

- ① **Display Window:** This is where the action of the game takes place. All monsters, objects, and scenery appear here.
- ② **View Window:** Displays the overhead view of the area you are in if you have the Wizard Eye spell or the Cartography skill. Click on the View Window or press the = key to switch between the View Window and the automap.
- ③ **Options Icons:** Clicking on these icons or pressing their keyboard equivalents will activate them. For a complete description, see the Adventuring topic.
- ④ **Character Portraits:** Displays the portraits of your characters. Clicking on a character portrait or pressing a function key will bring up the character screen.
- ⑤ **Direction Icons:** Click on these icons to move around. You can also use the arrow keys on your keyboard to move.

ADVENTURING

The game screen has five parts to it. They are the Display window, the View window, the Option icons, the Character Portraits, and the Direction icons. Here is an explanation of each:

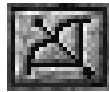
Display window: The Display window is where you see all of the action of the game take place. At the edges of the screen are several “party’s little helpers”. Each of these gargoyles will move in some way when activated to let you know that something is happening. The gargoyle with the wings on the left side of the screen flaps when the Levitate spell is on. The gargoyle on the right side of the screen waves its arm when you are in front of a thin wall and have the Spot Secret Doors skill. The bat on top of the screen will move its mouth when monsters can see you and one of your characters has the Danger Sense skill.

The two gargoyle heads on the left and right of the Display window will shake and nod their heads every time you are confronted with a yes/no or “who will” question and you have the Clairvoyance spell active. If answering the yes/no question will get you treasure and there is no trap, both of the heads will nod. If there is treasure and there is a trap, one of the heads will nod and the other will shake its head. If there is a trap with no treasure, both will shake their heads.

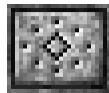
There are also four small gems in the corners of the Display window and a large gem on the bottom of the display. The corner gems will turn green if you have certain protection spells active. The upper left is for fire, the upper right is for electricity, the bottom left is for cold, and the bottom right is for poison. The center gem can be clicked on to bring up the control panel. See the section on the control panel for more information on that subject.

View window: If you don't have the Cartography skill or the Wizard Eye spell, the Might and Magic logo will be displayed here. If you have the Cartography skill, and click on the logo, you will see a miniature version of the full automap displayed. If you have the Wizard Eye spell active, you will see a map of the area around you, including places you haven't been to yet. You will be able to toggle between your automap (showing only the places you have been to) and the Wizard Eye spell by clicking on the automap or pressing the = key.

Option icons: There are nine icons just below the View window. These icons will be available for you to click on during normal adventuring, or you can use their keyboard equivalents. Here is a list of what they do:



Shoot (S): All party members equipped with a missile weapon fire in the direction the party is facing.



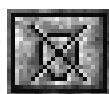
Cast (C): Brings up the Cast Spell window. Click on this icon again or type C to cast the readied spell of the spell caster selected. You can change the selected character by clicking on the portrait of the one you want or selecting his function key. You can change the readied spell by clicking on the 'new' button or pressing the N key. This will bring up a list of spells available to the selected character. Click on the spell you want to cast or use the arrow keys to select it and press ENTER. The spell is now ready to be cast.



Rest (R): Restores the party's hit points and spell points, provided there is at least one unit of food for every member of the party. Resting will turn off most active spells and advance the time by eight hours. Resting where monsters can see you is hazardous to your health.



Bash (B): This command is used when you want to try to break down a locked door or break through a thin wall. The Might of your first two conscious characters is combined and tested against the strength of the door or wall. If yours is higher, the obstacle will bash in. Your characters will take a small amount of damage for doing this.



Dismiss (D): Sends a party member back to the Tavern in Castlevue or Vertigo. At least one character must remain in the party.



View Quests (V): Displays the Quest window. See the section on Quests, Items, and Notes for more information.



Automap (M): Displays the map of the area you are currently in. The automap records all the places you have been since you got the Cartography skill.



Information (I): Displays the Game Information window. This window lists the time, date, year, and day of the week. It also shows which spells the party has active, such as Light or Protection From Fire.



Quick Reference (Q): Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.

IMPORTANT

Press the **SPACE BAR** or click on the display window to interact with an object. You must be in the same square as the object.

Character Portraits: The character portraits show pictures of all the characters in the party. You can tell at a glance the current condition of your characters. If they look like they are asleep, they probably are unconscious or asleep. If they look sick, they probably are poisoned or diseased. Each character has a gem below his portrait. This gem will be green if the character is at full hit points. The gem will be yellow if the character is below maximum, red if the character has 25% or less of his hit points left, and blue if the character has zero or less. If the character's hit points have magically increased beyond his maximum, the gem will be silver.

If you click on a character portrait or select a character's function key (the first character on the left uses function key F1) you will see a detailed list of the character's statistics. You can find more information about this screen in the Character Screen section.

Direction icons: The direction icons are in the bottom right corner of the screen. If you are using the mouse to get around, click on these to move. The curved arrows will make your party stand still and turn 90° in the direction indicated. The side arrows will make you slide left or right without changing your facing. The direction arrows on the keyboard work the same way. To slide left or right with the keyboard, you must hold the **CONTROL** key down while you press the **LEFT** or **RIGHT** arrow.

CONTROL PANEL



Control Panel

If you press the **TAB** key or click on the big gem in the middle of the Display Window, you will bring up the Control Panel window. Here is a list of the functions available in the Control Panel:

Effects (E): Turns the sound effects on and off.

Music (M): Turns the music on and off.

Load (L): Allows you to load a previously saved game.

Save (S): Allows you to save the current game in its present location. Your game is also automatically saved whenever you enter a Tavern.

Save As (A): Allows you to save the current game in its present location with a different name.

Quit (Q): Quits the game and exits to DOS.

Help (W): This lets you beg Mr. Wizard to teleport your party to safety. He will take all the gems the party has on hand and return the party to Castlevue or Vertigo. Think carefully before you use this.



CHARACTER SCREEN



Character Screen

If you click on a character portrait or select the function key of a character, you will find yourself in the Character Screen. Here you will see an icon for each of your character's statistics. Might, Endurance, Speed, Accuracy, Personality, Intelligence and Luck have already been explained. Clicking on these icons will tell you what your current and maximum scores are as well as assigning a rating to your statistic. The other statistics are listed below:



Age: Every character begins the game at age 18. Clicking on this icon will show your character's birthday, his natural age, and his current age. It is possible for a character to be older than his natural age through magical attacks. As your character grows older, some of his statistics will decline.



Level: Shows your character's current level, maximum level, and the number of attacks per round your character receives.



AC: Shows your character's current and maximum armor class. The higher this number, the harder it is to hit your character.



HP: Shows your character's current and maximum hit points.



SP: Shows your character's current and maximum spell points.



Resist: Shows your character's current resistances to spells and elemental attacks. The higher the number, the better the protection. A 100 does not mean immunity from an attack, but will reduce the damage your character takes from that attack considerably.



Skills: Gives a list of the skills your character has accumulated.



Awards: Gives a list of the awards your character has accumulated.



Experience: Shows your current experience points and the number of experience points your character will need for the next level.



Party Gold: Shows how much gold your party has on hand and how much it has in the bank.



Party Gems: Shows how many gems your party has on hand and how many it has in the bank.



Party Food: Shows how many units of food your characters have and how many days that it will last.



Condition: Gives a list of any adverse conditions your character might have and any active protection spells.



Items (I): Selecting this option brings up the inventory screen.



Quick Reference (Q): Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.



Exchange (E): Selecting this option exchanges the position of the character you are viewing with the position of the character you select (F1-F6).



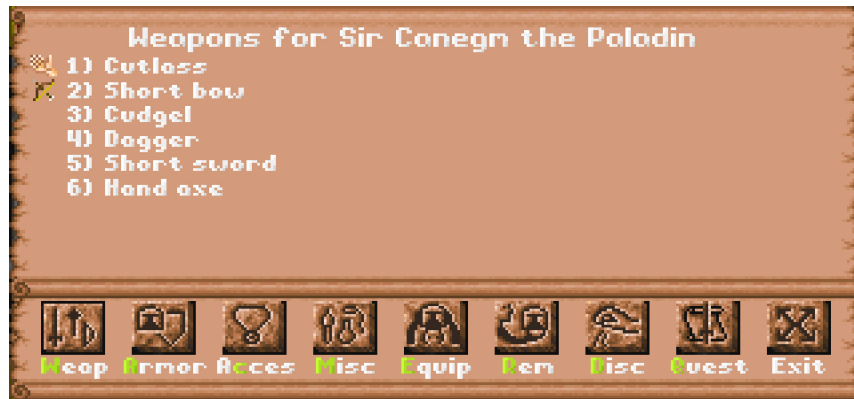
Exit (ESC): Brings you back to the Adventure screen.

QUESTS, ITEMS, AND NOTES

If you select the View Quests window from the adventuring screen, you will be presented with 3 choices: Quests, Notes, and Items. Selecting quests will display all of the quests the party is currently involved in. Selecting notes will display all the significant messages the party has encountered. Selecting items will display all of the items the party has that are necessary to complete the game.



INVENTORY SCREEN



Inventory Screen

If you select the inventory screen a list of all the weapons the character has in his backpack will appear. Here is a list of your options in the inventory screen:

Equip (E): Readies a weapon, item, or armor for use. You must equip an item before it will work. You will not be able to equip an item that your character's class cannot use. You also cannot equip three swords or eleven rings, etc.

Remove (R): Unequips an item from your character.

Discard (D): Eliminates an item from your inventory. If you use this command, you will lose this item for good.

Weapon (W): Presents the weapons inventory.

Armor (A): Presents the armor inventory.

Accessories (C): Presents the accessories inventory.

Miscellaneous (M): Presents the miscellaneous items inventory.

Quests (Q): Presents the quest items inventory.

Use (U): If an item has some sort of special use or can cast a spell, you can use it with this command.



SECONDARY SKILLS

Secondary skills are additional abilities your characters learn during the game. The skills do many different things ranging from improving your ability to hit to letting you detect secret doors. Not all of your characters will start with secondary skills, but any character can learn as many as they can find during the game (Except Thievery – only Ninjas and Thieves may ever have Thievery). Here are a few of the skills you can find:

Thievery: This skill lets you pick locks on chests and doors. This is the only skill that has a rating. The higher the skill, the better your chance of success.

Swimmer: This skill allows your character to swim in water as long as you are close to land. All characters in the party must have this skill for it to work.

Pathfinder: This skill allows you to move through a dense forest. At least two characters must have this skill for it to work.

Mountaineer: Allows you to move over mountains. At least two characters must have this skill for it to work.

Cartographer: Enables the automapping feature. Only one character needs to have this skill before it will work.

Direction Sense: This skill makes the large gem in the center of the adventure screen display your facing. It also will print an arrow that points in the direction the party is facing in the automap.

Spot Secret Doors: Causes a gargoyle on the adventuring screen to wave its arm when the party approaches a thin wall.

Danger Sense: This skill causes the bat at the top of adventuring screen to animate when monsters can see your party.

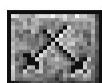
Arms Master: This skill increases your chance to hit during combat. The amount of the increase is directly related to the level of the character.

Crusader: Allows entrance to certain areas of the game. All party members who wish to enter these areas must possess this skill.



COMBAT

As you adventure, you will encounter lots of monsters who you will need to defeat. If you begin fighting with some monsters, the combat icons will replace the normal adventuring icons. Here is a list of these new icons, reading from top left to bottom right:



Quick Fight (F): Battles the opponent(s) using the current Quick Fight option settings. Holding down the mouse button while the pointer is on the Quick Fight icon will rapidly run through the party's attacks.



Cast (C): Same as in adventuring mode.



Attack (A): Attacks the targeted opponent with whatever weapon the character has equipped.



Use (U): Brings up the character's inventory window, where he can equip, remove, or use an item.



Run (R): If successful, the character will run to a safe location nearby and rejoin the party after the battle.



Block (B): Directs your character to try to block the next attack against him.



Quick Fight Option (O): Sets your quick fight option. You can direct a party member to attack, cast a readied spell, block, or run when the quick fight option is selected.



Information (I): Same as in adventuring mode.



Quick Reference (Q): Same as in adventuring mode.

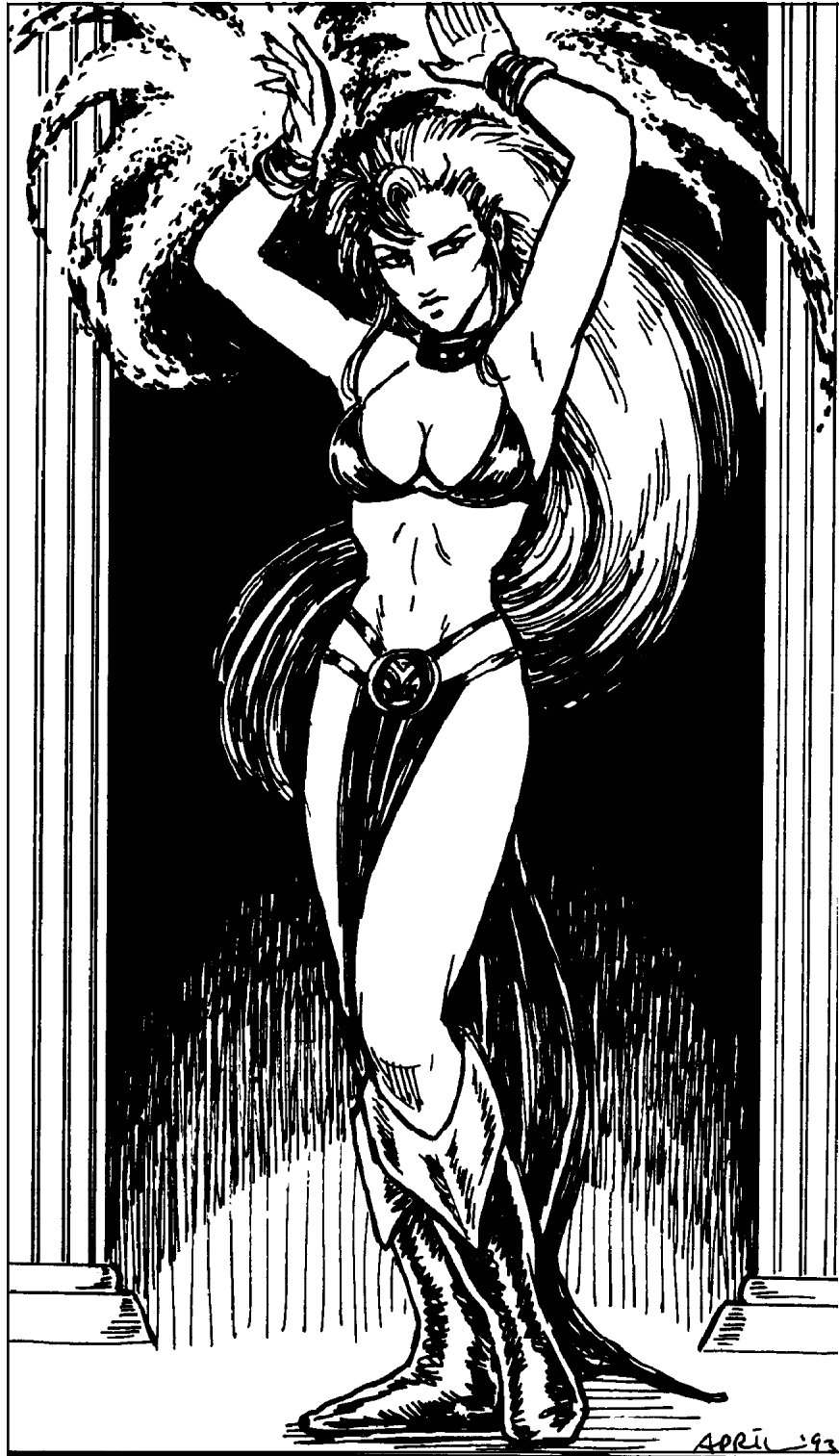
When the fight begins, your fastest character will be highlighted. You will have the opportunity to select any of the options listed above by clicking on their icons or pressing their keyboard equivalents. After you have finished selecting the option for the highlighted character, a different character will become highlighted.

Whenever you hit a monster, a red splat will appear briefly on the screen. The bigger the splat, the more damage you did to the monster. If you used a spell or an item that does a different kind of damage, the splat may appear as a fire burst, or an electrical charge, or something else.

If there is more than one monster, you can choose which monster you want a character to fight by pressing **1**, **2**, or **3**. This will highlight the name of the monster, letting you know which monster is targeted.

Note that it is possible to trade and equip weapons and armor during combat. Occasionally the need to exchange items between players will arise when faced with adversaries who cannot be harmed by the weapons they are currently equipped with. To accomplish this during combat, simply press the character's function key or click on the character's portrait to call up the Character Screen. Then select the Items option to bring up the Inventory Screen. It is possible to have both a missile weapon and a melee weapon equipped at the same time.





SPELLS

Clerics, Druids, Sorcerers, Paladins, Rangers, and Archers are able to cast spells. The most powerful spell casters are Sorcerers and Clerics. Druids are next, then Paladins, Archers, and Rangers.

All spells require spell points to cast, and some require gems as well. A character's spell points are partly determined by one of their statistics: Intellect for Sorcerers and Archers, Personality for Clerics and Paladins. Druids and Rangers use both Intellect and Personality to determine spell points. The other factor that determines spell points is the level of the character.

There are two kinds of spells: Cleric and Sorcerer. Most Cleric spells involve healing and protection. Most Sorcerer spells are offensive or utilitarian. Sorcerers and Archers may only cast Sorcerer spells. Clerics and Paladins may only cast Cleric spells. Druids and Rangers may cast both to a limited degree.

Many spells that increase statistics or change your environment, such as Bless or Light, have a limited duration. Such spells will expire when your party rests or with the coming of dawn. You can get the most out of these spells by casting them just after dawn, thus maximizing their duration.



CLERIC SPELLS

Acid Spray

Cost: 8 Spell Points

Object: All Visible Monsters

Caster sprays a fine acid mist on all the monsters in front of him, inflicting 15 points of Poison damage on each monster.

Awaken

Cost: 1 Spell Point

Object: Party

Pulls all sleeping party members from their slumber, canceling the SLEEP condition.

Beast Master

Cost: 5 Spell Points and 2 Gems

Object: 1 Group of Animals

Hypnotizes a group of animals into stillness until they overcome the spell.

Bless

Cost: 2 Spell Points per Level & 1 Gem

Object: 1 Party Member

Improves the armor class of a character by 1 per level of the caster.

Cold Ray

Cost: 2 Spell Points per Level & 4 Gems

Object: All visible monsters

A cone of absolute zero springs from the caster's hand momentarily, inflicting 2-4 points of Cold damage per level of the caster on all visible monsters.

Create Food

Cost: 20 Spell Points and 5 Gems

Object: Party

Creates one unit of food for each living party member.

Cure Disease

Cost: 10 Spell Points

Object: 1 Party Member

Removes the DISEASED condition from a character.

Cure Paralysis

Cost: 12 Spell Points

Object: 1 Party Member

Removes the PARALYZED condition from a character.

Cure Poison

Cost: 8 Spell Points

Object: 1 Party Member

Removes the POISONED condition from a character.

Cure Wounds

Cost: 3 Spell Points

Object: 1 Party Member

Magically cures one character of 15 points of damage.

Day of Protection

Cost: 75 Spell Points and 10 Gems

Object: Party

Simultaneously casts Light, Protection from all elements, Heroism, Holy Bonus, and Bless for the bargain basement price of 75 spell points.

Deadly Swarm

Cost: 12 Spell Points

Object: Group

Surrounds a group of monsters with biting, stinging, burrowing, gouging, and chewing insects, inflicting 40 points of Physical damage on each monster.

Divine Intervention

Cost: 200 Spell Points and 20 Gems

Object: Party

Heals the entire party of all damage short of ERADICATION.

Fiery Flail

Cost: 25 Spell Points and 5 Gems

Object: 1 Monster

Caster fires a jet of flame at one monster, inflicting 100 points of Fire damage.

First Aid

Cost: 1 Spell Point

Object: 1 Party Member

Magically cures light battle wounds and scrapes, restoring 6 Hit Points to an injured Party Member.

Flying Fist

Cost: 2 Spell Points

Object: 1 Monster

Deals a light blow to a monster, inflicting 6 points of Physical damage.

Frostbite

Cost: 7 Spell Points

Object: 1 Monster

Draws the body heat out of a monster, inflicting 35 points of Cold damage.

Heroism

Cost: 2 Spell Points per Level & 3 Gems

Object: 1 Party Member

Increases the temporary level of a character by 1 per level of the caster.

Holy Bonus

Cost: 2 Spell Points per Level & 1 Gem

Object: 1 Party Member

Increases the damage inflicted by a character when fighting by 1 point per level of the caster.

Holy Word

Cost: 100 Spell Points and 20 Gems

Object: 1 Group of Undead

Completely removes the animating magic of the Undead, returning them to the dust from whence they came.

Hypnotize

Cost: 15 Spell Points and 4 Gems

Object: Group

Like Beast Master, this spell hypnotizes a group of monsters into stillness until they overcome the spell, except that it works on monsters rather than animals.

Light

Cost: 1 Spell Point

Object: Party

Fills a dungeon with a steady, soft light until the party rests.

Mass Distortion

Cost: 75 Spell Points and 10 Gems

Object: Group

Increases the weight of your opponents, effectively removing half of their hit points.

Moon Ray

Cost: 60 Spell Points and 10 Gems

Object: All Visible Monsters and Party

Inflicts 30 points of Energy damage to each monster in sight and cures each party member of 30 points of damage.

Nature's Cure

Cost: 6 Spell Points

Object: 1 Party Member

Heals a character of 25 points of damage.

Pain

Cost: 4 Spell Points

Object: Group

Stimulates the pain centers of your opponent's brains, inflicting 8 points of physical damage.

Power Cure

Cost: 2 Spell Points per Level & 3 Gems

Object: 1 Party Member

Heals a character of 2-12 points of damage per level of the caster.

Protection From Elements

Cost: 1 Spell Point per Level & 1 Gem

Object: Party

Reduces the damage the party receives from the elements. The caster can choose which element this applies to when the spell is cast.

Raise Dead

Cost: 50 Spell Points and 10 Gems

Object: 1 Party Member

Removes the DEAD condition from a character.

Resurrection

Cost: 125 Spell Points and 20 Gems

Object: 1 Party Member

Removes the ERADICATED condition from a character.

Revitalize

Cost: 2 Spell Points

Object: 1 Party Member

Removes the WEAK condition from a character.

Sparks

Cost: 1 Spell Point per Level & 1 Gem

Object: Group

Envelopes the monsters in an electrically charged gas cloud, inflicting 2 points of Electrical damage per level of the caster.

Stone to Flesh

Cost: 35 Spell Points and 5 Gems

Object: 1 Party Member

Removes the STONED condition from a character.

Sun Ray

Cost: 150 Spell Points and 20 Gems

Object: All Visible Monsters

Shines the intensified light of the sun into all monsters in front of the caster, inflicting 200 points of Energy damage on each monster.

Suppress Disease

Cost: 5 Spell Points

Object: 1 Party Member

Slows the effect of disease on a character, but does not remove the DISEASED condition.

Suppress Poison

Cost: 4 Spell Points

Object: 1 Party Member

Slows the effect of poison on a character, but does not remove the POISONED condition.

Town Portal

Cost: 30 Spell Points and 5 Gems

Object: Party

Teleports the party to the town of your choice.

Turn Undead

Cost: 5 Spell Points and 2 Gems

Object: 1 Group of Undead

Weakens the evil magic that animates the Undead, inflicting 25 points of damage.

Walk on Water

Cost: 7 Spell Points

Object: Party

Allows the party to walk over both shallow and deep water.



SORCERER SPELLS

Awaken

Cost: 1 Spell Point

Object: Party

Pulls all sleeping party members from their slumber, canceling the SLEEP condition.

Clairvoyance

Cost: 5 Spell Points and 2 Gems

Object: Party

Causes the two gargoyle heads on the screen to animate and give advice for certain yes/no decisions, usually chests.

Dancing Sword

Cost: 3 Spell Points per Level & 10 Gems

Object: Group

Similar to Shrapmetal, the dancing sword spell creates hundreds of razor sharp blades that strip the flesh from your foes. Dancing Sword inflicts 6 to 14 points of Physical damage per level of the caster.

Day of Sorcery

Cost: 40 Spell Points and 10 Gems

Object: Party

This spell is a super saver plan that simultaneously casts Light, Levitate, Wizard Eye, Clairvoyance, and Power Shield on all party members.

Detect Monster

Cost: 6 Spell Points

Object: Party

Shows the location of all the monsters near the party.

Dragon Sleep

Cost: 10 Spell Points and 4 Gems

Object: 1 dragon

Puts a dragon to sleep, much the way a sleep spell puts humans to sleep.

Elemental Storm

Cost: 100 Spell Points and 10 Gems

Object: All Visible Monsters

Pounds all the monsters in front of the party with a storm of magical energy, inflicting 150 points of a random damage type to each monster.

Enchant Item

Cost: 30 Spell Points and 20 Gems

Object: 1 Item

Bestows magical power to an item that has none. The more powerful the spell caster, the better the chance for a powerful item.

Energy Blast

Cost: 1 Spell Point per Level & 1 Gem

Object: 1 Monster

A bolt of pure energy is fired from the caster's clenched fist, inflicting 2 to 6 points of Energy damage per level of the caster.

Etherealize

Cost: 30 Spell Points and 10 Gems

Object: Party

Moves the party one square forward, regardless of barriers. This spell may succeed in areas where the teleport spell fails.

Fantastic Freeze

Cost: 15 Spell Points and 5 Gems

Object: Group

Reduces the temperature of the air around a group of monsters to absolute zero for a moment, inflicting 40 points of Cold damage on each monster.

Finger of Death

Cost: 10 Spell Points and 4 Gems

Object: Group

Bloodlessly slays the opponents the caster points to.

Fire Ball

Cost: 2 Spell Points per Level & 2 Gems

Object: Group

Sets off a fiery explosion within a group of monsters, inflicting 3 to 7 points of Fire damage per level of the caster.

Golem Stopper

Cost: 20 Spell Points and 10 Gems

Object: 1 Golem

Golem stopper deprives a golem of the magic that animates it, inflicting 100 points of damage.

Identify Monster

Cost: 5 Spell Points

Object: Group

Reveals the condition of the monsters the party is fighting.

Implosion

Cost: 100 Spell Points and 20 Gems

Object: 1 Monster

The ultimate in monster killing, Implosion concentrates local gravity inside the targeted monster, annihilating all but the most powerful opponents. Implosion inflicts 1000 points of Energy damage.

Incinerate

Cost: 35 Spell Points and 10 Gems

Object: 1 Monster

Shoots a stream of fire at one monster, inflicting 250 points of Fire damage.

Inferno

Cost: 75 Spell Points and 10 Gems

Object: Group

Engulfs one group of monsters in magical fire, inflicting 250 points of Fire damage on one group.

Insect Spray

Cost: 5 Spell Points and 1 Gem

Object: Group

Coats a group of monsters with a poison specially designed to kill insects.

Item to Gold

Cost: 20 Spell Points and 10 Gems

Object: 1 Item

Converts an item into an amount of gold pieces equal to the value of the item (Merchant skill not included).

Jump

Cost: 4 Spell Points

Object: Party

Puts enough strength into the legs of the party to jump over one square, provided there are no walls of matter or magic. This spell cannot be used in combat.

Levitate

Cost: 5 Spell Points

Object: Party

Imparts weightlessness to the party members, preventing them from falling into pit traps, quagmires, through the clouds, etc.

Light

Cost: 1 Spell Point

Object: Party

Fills a dungeon with a steady, soft light until the party rests.

Lightning Bolt

Cost: 2 Spell Points per Level & 2 Gems

Object: Group

Lightning flashes from the caster's hand, electrocuting monsters for 4 to 6 points of damage per level of the caster.

Lloyd's Beacon

Cost: 6 Spell Points & 2 Gems

Object: Party

This spell allows you to magically return to a place you have already been. Cast the spell once to set the beacon, and again when you wish to return. Each party member may have their own beacon.

Magic Arrow

Cost: 2 Spell Points

Object: 1 Monster

Fires a magical bolt at one opponent, inflicting 8 points of damage of Magical damage.

Mega Volts

Cost: 40 Spell Points and 10 Gems

Object: Group

Mega Volts is an improved version of Lightning Bolt, inflicting 150 points of Electrical damage on a group of monsters.

Poison Volley

Cost: 25 Spell Points and 10 Gems

Object: All visible monsters

Fires 6 poison arrows into each square in front of the party. The arrows do 10 points of Poison damage each.

Power Shield

Cost: 2 Spell Points per Level & 2 Gems

Object: Party Member

Reduces the damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light

Cost: 60 Spell Points and 10 Gems

Object: All Visible Monsters

Mysterious light springs from the caster's palm, inflicting 80 points of a random damage type.

Recharge Item

Cost: 15 Spell Points and 10 Gems

Object: 1 item

Restores 1 to 6 charges to an item that has at least one charge remaining. There is a slight risk the spell will destroy the item.

Shrapmetal

Cost: 1 Spell Point per Level & 1 Gem

Object: Group

Sprays a group of monsters with sharp metal fragments, inflicting 2 points of Physical damage per level of the caster.

Sleep

Cost: 3 Spell Points and 1 Gem

Object: Group

Puts a group of monsters to sleep until they overcome the spell or are damaged.

Star Burst

Cost: 200 Spell Points and 20 Gems

Object: All Visible Monsters

Includes all monsters in front of the party in a massive explosion, inflicting 500 points of Physical damage on each monster.

Super Shelter

Cost: 15 Spell Points and 5 Gems

Object: Party

Hides the party from the monsters in unsafe places, permitting them to rest without incident.

Teleport

Cost: 10 Spell Points

Object: Party

Moves the party up to 9 squares in the direction the party is facing, regardless of obstacles.

Time Distortion

Cost: 8 Spell Points

Object: Party

Warps time, giving the party just enough time to run away from a combat.

Toxic Cloud

Cost: 4 Spell Points and 1 Gem

Object: Group

Surrounds a group of monsters with noxious gasses, inflicting 10 points of Poison damage.

Wizard Eye

Cost: 5 Spell Points and 2 Gems

Object: Party

Wizard Eye gives the party a bird's-eye view of their surroundings. The view will appear in the upper right corner of the game screen.



THE LEGEND OF THE UNIFICATION

Many centuries ago, the Ancients created Xeen and a thousand worlds like her. The Ancients scattered these worlds like seeds among the stars, spreading their people across the universe. Though the depth of variety among these worlds was astonishing, each one had a common goal: To reach and orbit its chosen star and achieve its full destiny. This process is called the Unification.

Each of these worlds has its own Guardian to watch over it and ensure the fulfillment of that world's destiny. The journey of a world through the jungle of stars is both complex and dangerous, and a world without a Guardian is a world without defenses.

When the time is right and the moons are aligned, the Guardian of Xeen will send messengers throughout both Lands to announce the coming Unification. The Guardian will open the pyramids to travelers who wish to journey from one side of the world to the other. The peoples of Xeen, long separated from one another by the impenetrable barriers of the natural world, will at last begin to meet and trade. Preparations for the upcoming Unification will be made and the people will feast and dance with joy. The Guardian will honor some with the chance to awaken the Four Slumbering Servants for the ceremony. There is one servant of Fire, one of Air, one of Water, and one of Earth.

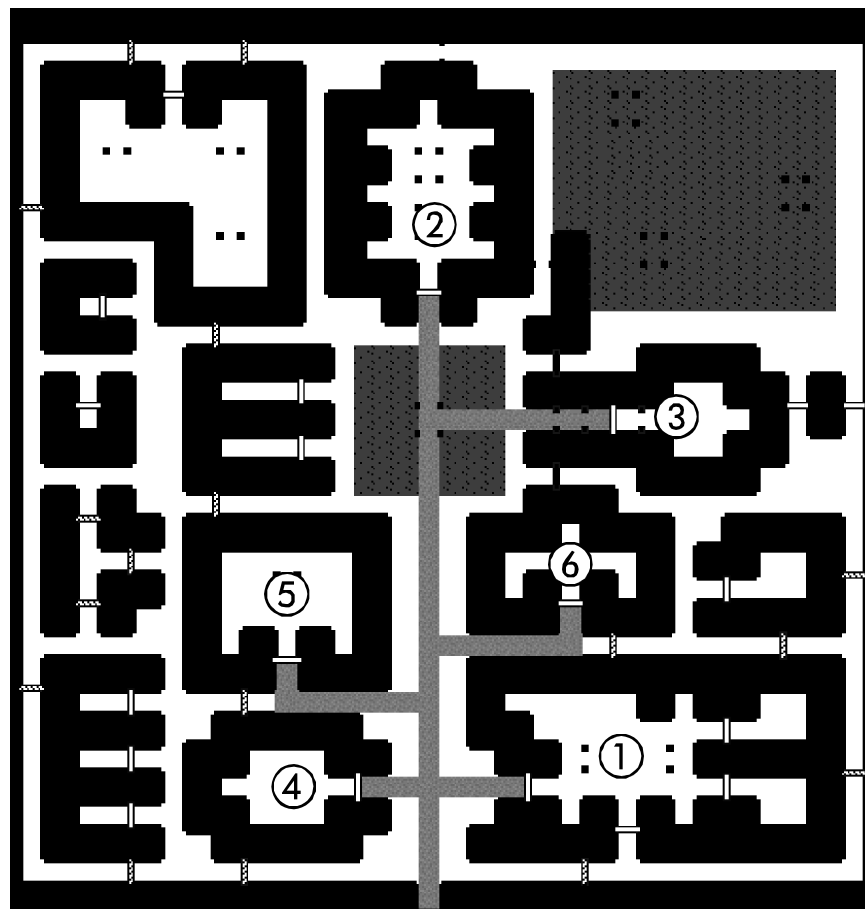
The rulers of the two sides of Xeen will send ambassadors to each other's courts for the first time ever. When the time is right, Darkstone Tower will be opened and the seal to its Cloud breached. There, in a beautiful ceremony in the observatory atop the Cloud, the rulers will lay the Scepter and the Cube upon the Altar of Joining. A great magic shall take hold of Xeen then, and with much noise and light the two sides will join together as one, and never the twain shall split.

IMPORTANT PLACES IN CLOUDS OF XEEN

Throughout the Clouds of Xeen, you will come across some places that you need to know about. This map of Vertigo is marked with areas you should look for:

- ① **Taverns:** You can create, delete, add, and remove characters in your party here. You can also pick up rumors and buy food.
- ② **Temples:** Your characters may be healed here of whatever ails them—for a price. You can also receive blessings from the Clerics if you donate enough money to the temple.
- ③ **Banks:** You can safely store your money and gems here. You will get interest on both money and gems that you deposit.
- ④ **Blacksmith:** Here is where you can buy and sell equipment. You can also get equipment fixed or uncursed.
- ⑤ **Training Grounds:** This is where you pay to increase levels, provided you have enough experience.
- ⑥ **Guilds:** If you are a member of the guild, you may buy spells and review information about them here.

TOWN OF VERTIGO



Pillars



Grass



Roads



Doors



Open Doors



Grates



Walls

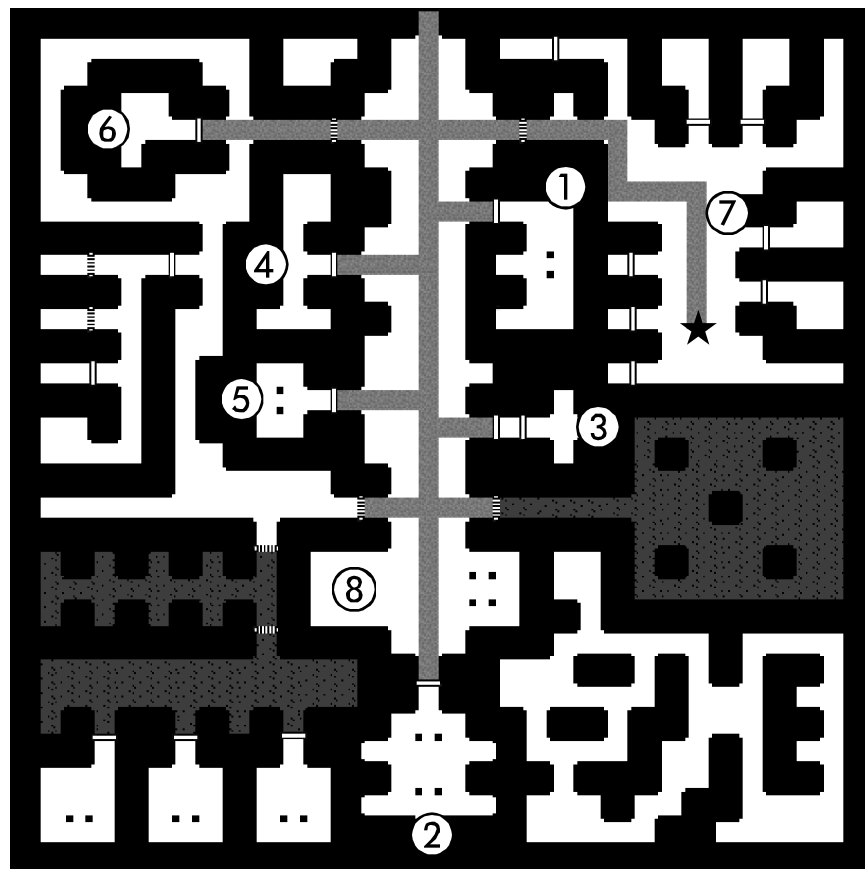








IMPORTANT PLACES IN DARKSIDE OF XEEN

Throughout the Darkside of Xeen, you will come across some places that you need to know about. This map of Castlevue is marked with areas you should look for:

- ① **Taverns:** You can create, delete, add, and remove characters in your party here. You can also pick up rumors and buy food.
- ② **Temples:** Your characters may be healed here of whatever ails them—for a price. You can also receive blessings from the Clerics if you donate enough money to the temple.
- ③ **Banks:** You can safely store your money and gems here. You will get interest on both money and gems that you deposit.
- ④ **Blacksmith:** Here is where you can buy and sell equipment. You can also get equipment fixed or uncursed.
- ⑤ **Training Grounds:** This is where you pay to increase levels, provided you have enough experience.
- ⑥ **Guilds:** If you are a member of the guild, you may buy spells and review information about them here.
- ⑦ **Travel Pyramid:** These Pyramids are scattered throughout the World of Xeen, permitting travel between the two sides of the world.
- ⑧ **Ellinger's Tower:** The Tower of Ellinger, the Queen's Advisor, rises gracefully above Castlevue. The Tower requires a key to enter, and is rumored to be full of traps and tricks to snare the unwary intruder.

TOWN OF CASTLEVIEW



Start of game	★	Doors	
Pillars		Open Doors	
Grass		Grates	
Roads		Walls	